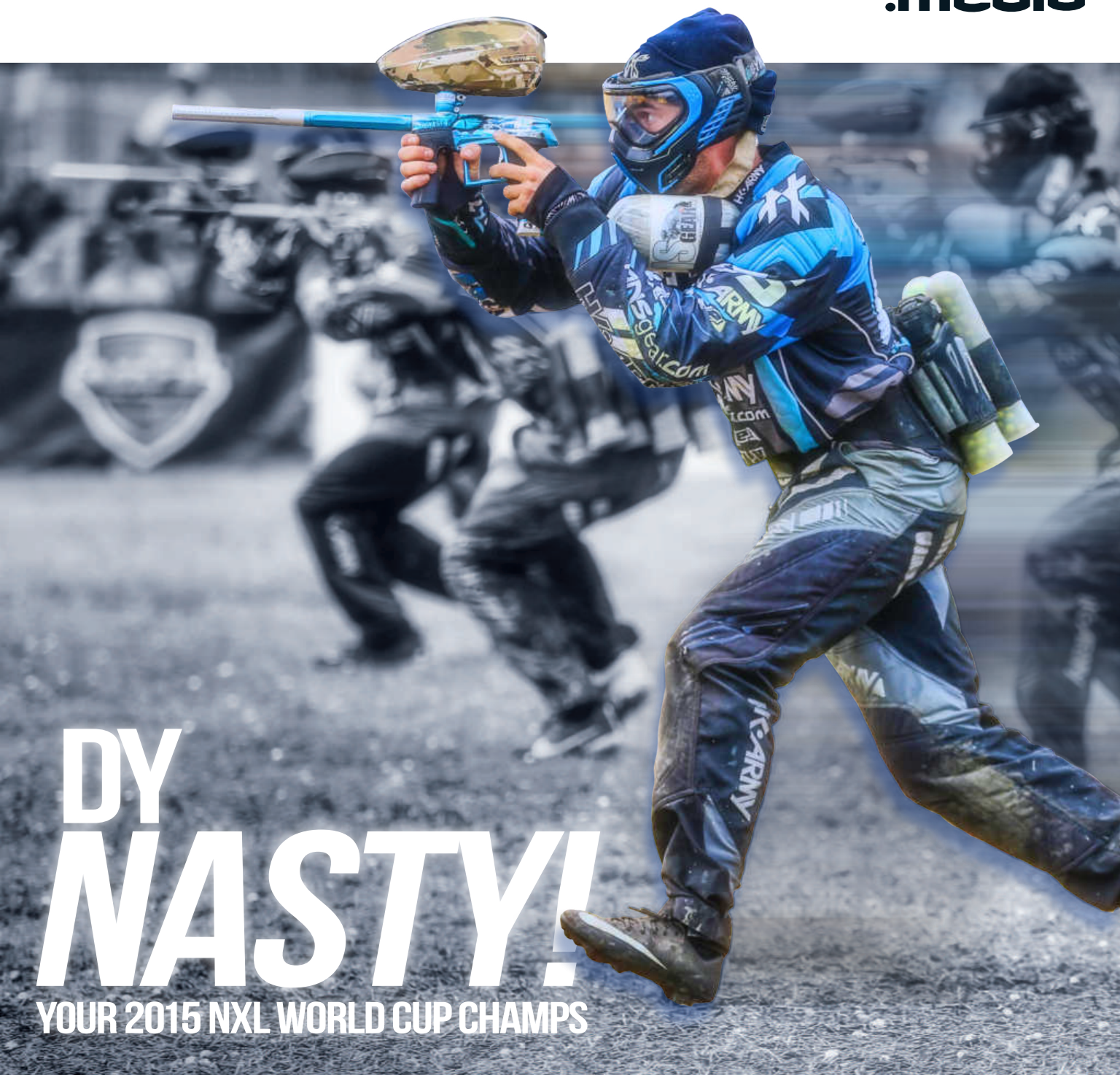


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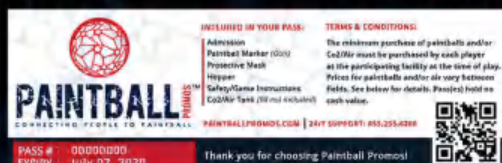
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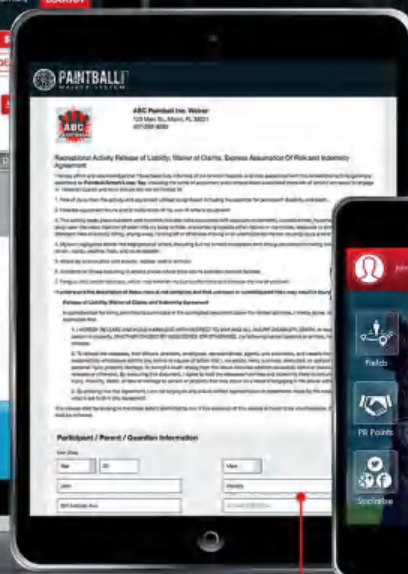
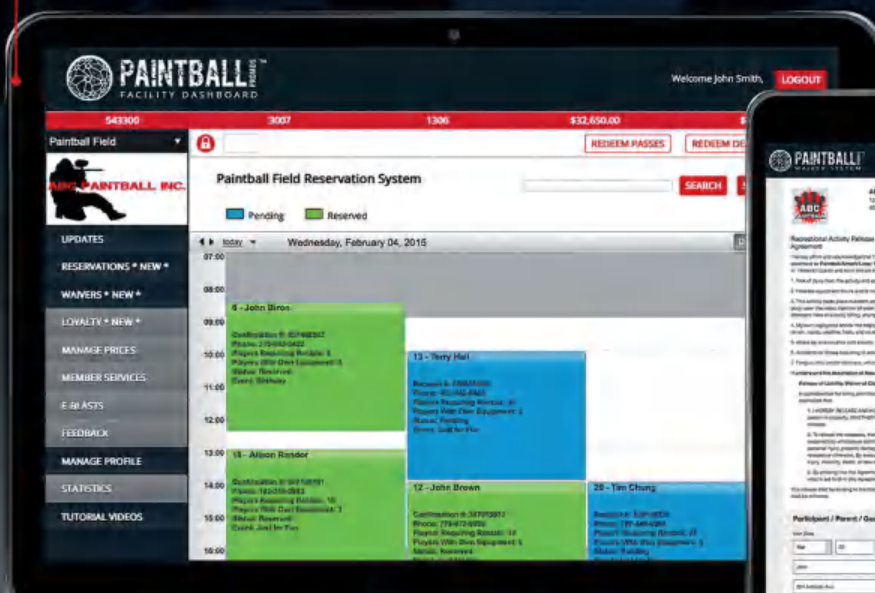
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GTEK

Planet Eclipse is known for their reliable markers, and fantastic customer service. The new Gtek paintball marker is no exception. The Gtek is was created as a mid-range Eclipse marker with the value, reliability, and efficiency of the Etek line; but with smooth shooting and quiet sound signature that you've come to expect from a modern single-tube spool valve marker. With many new attractive qualities, this marker has already been a hit with players. Be sure to check out our review for this marker, or check it out at www.planeteclipse.com



EMPIRE CONTACT ZERO JERSEY F6

The Empire in-house motto is always be innovating. The new Empire Contact Zero Jersey F6 has strategically engineered "Em-Dri" panels provide passive cooling where you need it most. This keeps the jersey light and comfortable. This jersey also has laser cut and sealed ventilation holes. It's like built-in air conditioning. With Tuf-mesh elbows are abrasion resistant and breathable on your forearms. This is so when you are wearing elbow pads you have more airflow. The Lycra-Stretch forearms and cuff for a custom fit over your elbow pads. To learn more about the great features this jersey has, visit www.empirepaintball.com

VALKEN POLARIZED LENSES

The new Valken Polarized Lenses have recently been announced. These new lenses will fit the new Valken Identity goggles as well as the Profit goggles. These lenses were made to help protect your eyes on the field from the sun. The polarized tinting reduces the glare from the sun shining off bunkers, allowing your eyes to easily focus on your next bunker or your next target. When your vision is not compromised on the field, your game is better. The polarized lenses help aid your vision by offering increased clarity and contrast. Every lens comes standard with dual-pane anti-fog lenses, scratch protection, and a wide field of vision. To learn more, visit www.paintball.valken.com

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TIPX LONG RANGE KIT

With the Magfed Paintball craze growing, there has been an increase in magfed markers being sold every day. Tippmann has been a paintball favorite, and has continued to rise with their magfed markers. One of the markers that are most famous is the TiPX pistol. For those that want to play with this pistol, but want it to shoot further than it will shoot there is the TiPX Long Range Conversion Kit. This kit will allow your TiPX to increase range and accuracy. It is compatible with both .68 paintballs and shaped projectiles, and comes with a 12 round Extended True Feed Magazine. To learn more, visit www.tippmann.com

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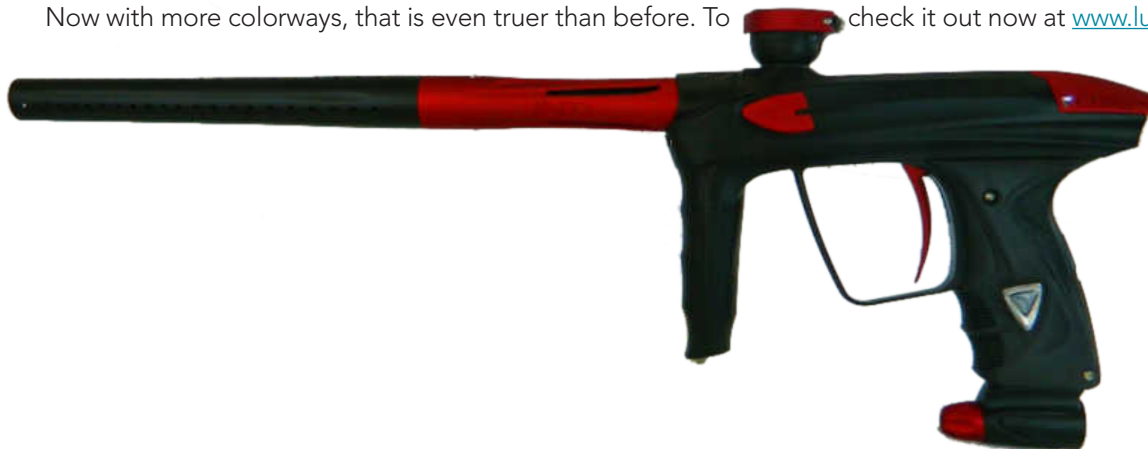
GOG G1-M

GOG just released at the 2015 NXL World Cup the new G1-M. This marker is based on the GOG eNMEy, with the already proven platform. The marker has a 14-inch barrel and a brand new front end with all picatinny rails. This marker also comes with 3 feednecks; a vertical, a right, and a left feedneck. This marker also comes standard with the loved collapsible stock. This marker is made for easy maintenance and easy use. GOG is known for making fantastic markers, and this one is no exception. Check out this marker and more like it at www.gogpaintball.com



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BOREDSHORTS



NXL WORLD CUP

San Diego Dynasty won the first NXL World Cup. In the Pro Semi-Finals, it was AC: Dallas with Houston Heat, and Aftershock with Dynasty. Heat won that round 4 to



2 putting them into the finals with Dynasty who rocked Aftershock 7-0. When the finals came around, the tension was high. In the last few seconds it looked as if the win would go to Houston Heat, but with some quick judgment and a couple replays; the win went to San Diego Dynasty.

TOPRANK

Toprank is a new paintball brand created in the United States. They make an assortment of clothing and accessories for tournament players as



well as scenario players. Some of their products include pants, headbands, harnesses, jerseys, t-shirts, gloves and barrel plugs. You will be seeing these products soon in some paintball stores near you. You will also see Paintball.Media doing product reviews on some of the fantastic products this company produces. But until then, keep updated by following them on Facebook at: www.facebook.com/TOPRANKINNOVATIONS

2016 WOMEN OF PAINTBALL CALENDAR

With only 100 calendars available, this limited edition calendar is a great buy! Featuring some of the coolest girls in paintball, in a paintball calendar. All proceeds made from this magazine will go to purchasing toys for children at Rady's Children's Hospital. Help these ladies meet their goal of 100 toys for 100 kids, and support the West Coast Women's Tournament at the same time! These are limited edition, so secure yours today! To pre-order yours, visit:

www.womeninpaintball.org/calendar.html



PRINT ISSUE

We are still taking orders for print issues of "This is Paintball". Since our World Cup release, the magazine has been making its way all around the world. You cannot find this magazine anywhere else. There is no electronic version, and there will not be another one like it. This magazine features some of the best pictures from our photographers, as well as the history

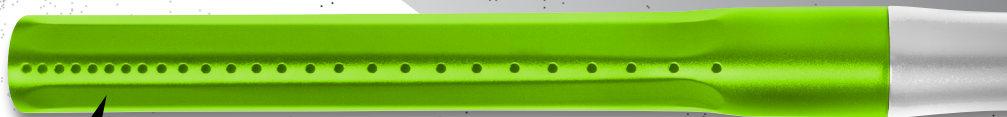


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November 14th and 15th is Viper's Annual "Paint Wars", based off of Star Wars. This game is one for the books. As one of the biggest paintball events in Texas, this game is bringing in some big names in the paintball biz. This game will be at TXR Paintball in Cypress, Texas. So needless to say, this November there are plenty of cool games to attend no matter where you live.

SPLAT NINJAS

Splat Ninjas allows kids to play paintball safely, also teaching them key skills all while having fun. The kids learn how to use their markers effectively, how and when



and culture of all genres of paintball. Readers love our magazine, and we know you will as well. To order your copy, visit:

www.xball.com/print-is-back-order-your-copy

STAR TREK VS. STAR WARS

It's an age-old fight. Star Trek vs. Star Wars. What a great storyline for paintball games! In the month of November, there will be a Star Trek game as well as a Star Wars game in different parts of the country. November 7th at Capital Combat Zone in Brunswick, New York there will be a Star Trek game. The cost of this game is \$25.



to advance on the field, how to use terrain, and how to work together and communicate with their teammates and friends. Using .50 caliber markers that shoot smaller paintballs than the standard .68 caliber markers used

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on most fields. The markers have also been turned down to shoot at half the velocity. This allows for new and younger players to play without the fear of getting hurt. Their opening event will be held at SC Village on November 1st. To learn more, visit:

www.facebook.com/splatninjas?fref=nf

TIPPMANN ANARCHY

Tippmann Anarchy is a Facebook group dedicated to helping players and teams reach out to others in a positive online environment. The players and teams



within the group work to bring more potential players to paintball. Members post games they are attending, ask for help in gun/gear issues, and it's a Tippmann Global Fan Club where anyone can share and post their love for Tippmann. Anarchy has spread to 14 countries with 680+ members and still growing. To join this group and learn more, visit:

www.facebook.com/groups/1097094006977043

ALEX GOLDMAN JOINS IMPACT

Alex Goldman has been a part of LA Infamous, but at the end of this season announced he will be leaving

them for Edmonton Impact. Bart Yachimec said "In the last 5 years, we've become an aggressive team and we'll be more aggressive with the addition of Alex. He is one of the league's most dynamic players joining an already powerful team. He'll add more of a killer instinct. Honestly it wasn't a matter of 'if' but 'when' he'd put on an Impact jersey. And the time is right. It's really going to ramp up our team."



CONTACT ZERO

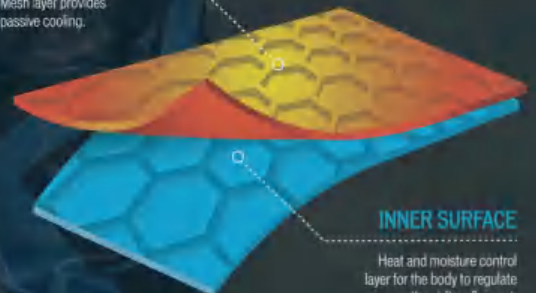
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2015 NXL WORLD CUP

Words By John Amodia





Photo by Gary Baum

THE WORLD CUP has gone through many incarnations and rebirths over the years. From its modest beginnings in New York in the early 1990s, to the five locations the event has been played in around central Florida, the World Cup is a staple in tournament paintball. This year's World Cup (also referred to as the NXL World Championships) was the first Cup event since the PSP quit on the season after its opening event in 2015 in Dallas. The National X-Ball League, also in a rebirth, has picked up where the PSP left off--minus the mud, with three 2015 events including this season-ending World Cup.

After successful events in Cleveland, Ohio and Virginia Beach, Virginia, the NXL's 2015 finale, the World Cup, was the largest event of the year in team attendance and vendor participation. The chosen site of the NXL World Cup was the Gaylord Hotel, situated just 50 yards off I-4 in Kissimmee, Florida between Disney and Old Town

Kissimmee. The move from Fantasy of Flight back to Kissimmee was a welcome sight. Hotels, house rentals, the Orlando Airport, restaurants and all types of commerce are much closer to the new location than Fantasy of Flight and players were excited to be back.

The 2015 World Cup site was just about perfect for an event of this magnitude. All of the fields were set up on flat grounds with green grass--and there was ample space for all divisional fields, the pro field, the ten-man field and the trade show area. Parking was tight but adequate. Perhaps taking its cue from the Millennium series, the NXL World Cup incorporated some additional fun things like the "human foosball" court, elephant rides (really), a drum line and other non-paintball activities--all of which added to the event's vibe.



Photo by Alicia Bane



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AD0048



Photo by Ryan McIntyre

The NXL, with the help of Debra Dion Kriskhke, Bea Youngs and others, held the Bob Gurnsey memorial service in memory of the late founder of the game of paintball. Many of the industry's long time members shared memories and/or thanks and a fund-raiser auction was held afterwards to raise money for medical expenses Bob endured. There were many "old timers" in attendance including Jim Lively, Debra Dion Kriskhke, Gino Postorivo, Hollywood and many more. One of the great pieces of paintball memorabilia ever was sold at the auction. Before the first game of paintball was ever played in 1981 Bob Gurnsey shot a 4'X8' board with several colored oil based paintballs. He saved that board and now it resides in the offices of Valken Paintball after its CEO, Gino Postorivo purchased it through the auction.





Photo by Dave Stufflebeam

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THE GAMES

The NXL World Cup featured 11 divisions from Pro X-Ball at the top to Division 5, Five-Man, the leagues entry point for inexperienced teams and teams new to the league. The event also saw an old-school style Open Division ten-man bracket with throwback names like Bad Company, All Americans, Avalanche, Jax Warriors and about 20 other teams entered. The NXL World Cup really offered something for everyone that plays tournament ball.

There was a lot on the line for many teams playing the 'Cup. There are dozens of teams competing for a 2015 rankings title across all divisions as well as teams fighting relegation and working hard to keep sponsorships for 2016. Speaking of 2016 it looks like there will be five events next year, including a possible opening event in Las Vegas. Stay tuned to www.Paintball.Media for more on this.

THE PROFESSIONAL DIVISION

No team in American Pro paintball was hotter than Edmonton Impact coming into the World Cup. Impact won both the NXL Cleveland and Virginia events, each time besting San Antonio X-Factor in the process. Even with two event wins under their belts, the 2015 Rankings Title was still up for grabs. San Diego Dynasty, San Antonio X-Factor and Houston Heat all had a title shot if they finished in the finals and Edmonton Impact faltered at the cup.

Out of the gate Tampa Bay Damage got off to a much-needed fast start, after a rough first two events of the season. They won three of four preliminary round game and easily advanced to the Sunday Club. Another team that needed a quick start was Chicago Aftershock, and they got it. They swept their division and advanced to Sunday as well. Edmonton Impact, Houston Heat, Dynasty and San Antonio X-Factor all also advanced as expected. upTon 187 cRw continued their excellent season taking three of four first round games to advance to Sunday play as well.

Sunday play in the NXL and other Pro/Am leagues is a grind and it's always win or go home. One Sunday loss and you're packing your bags and headed to the

airport. For upTon 187 cRw the quarterfinals was the end of the line as they were beaten soundly by ac Dallas 6-0. Tampa Bay Damage also ran into a buzz-saw called Dynasty in the quarterfinals, losing 6-3. Chicago Aftershock surprised many with their 7-3 win over San Antonio X-Factor and Houston Heat beat the best team we've seen this season, Edmonton Impact 2-1 in a slow game that saw a seven-minute one-on-one.

In the semifinals it was Houston Heat beating a surprisingly strong ac Dallas 4-2, and San Diego Dynasty dismantled Chicago Aftershock 7-0. A few days after the World Cup Aftershock announced that Carl Markowski would be headed back to his former team for 2016.

The NXL Pro finals matchup was set with San Diego Dynasty facing Houston Heat--and what a battle it was. From the start this was a back and fourth game and neither team could take control of the match. The last point of the match saw one of the best game-endings we've ever seen. With Kyle Spicka the only member of Dynasty left on the field and the game tied at three points apiece, three Houston Heat players attempted to push the buzzer for the win. Spicka eliminated the first player 50 feet from the buzzer. The second Heat player got to within 15 feet of the buzzer before Spicka eliminated him. And the third and last player sprinted for the buzzer and was literally shot within 2-3 feet of pressing the buzzer and giving Houston Heat the win. Check out the video of the final 15 seconds, it's pretty amazing. Klye Spicka's incredible play in the final point of the match enabled Dynasty to secure the final point, the game and the Professional division of the World Cup. Amazing.

THE SEMI PRO DIVISION

Prague's ML Kings made the trip across the Atlantic and they did not



Photo by Gary Baum



Photo by Alicia Bane

disappoint with four straight preliminary round wins. They would advance through the quarterfinals and into the semifinals where they would lose to Seattle Uprising 2-1, fresh off their Millennium Series Chantilly win. Also in the Semi Pro semifinals it was Sacramento DMG beating TCP Machine 3-0. In the finals Seattle Uprising continued their solid play as they downed Sacramento DMG 3-2 to take the Semi Pro World Cup crown.

X500 EXHIBITION

The Millennium Series has experimented with a limited paint format they call "M500" all season long with pretty good reviews from players and industry alike. It's been rumored that the NXL and Millennium series have discussed combining formats or choosing a format that both leagues could agree on and run for 2016. To that end, the NXL introduced their version of the M500 which they called the X500 at the 'Cup. Like the Millennium Series, players seemed to like the limited paint format. Eight Pro teams took part in the stand-alone X500 event--



Photo by Dave Stufflebeam



Photo by Dave Stufflebeam

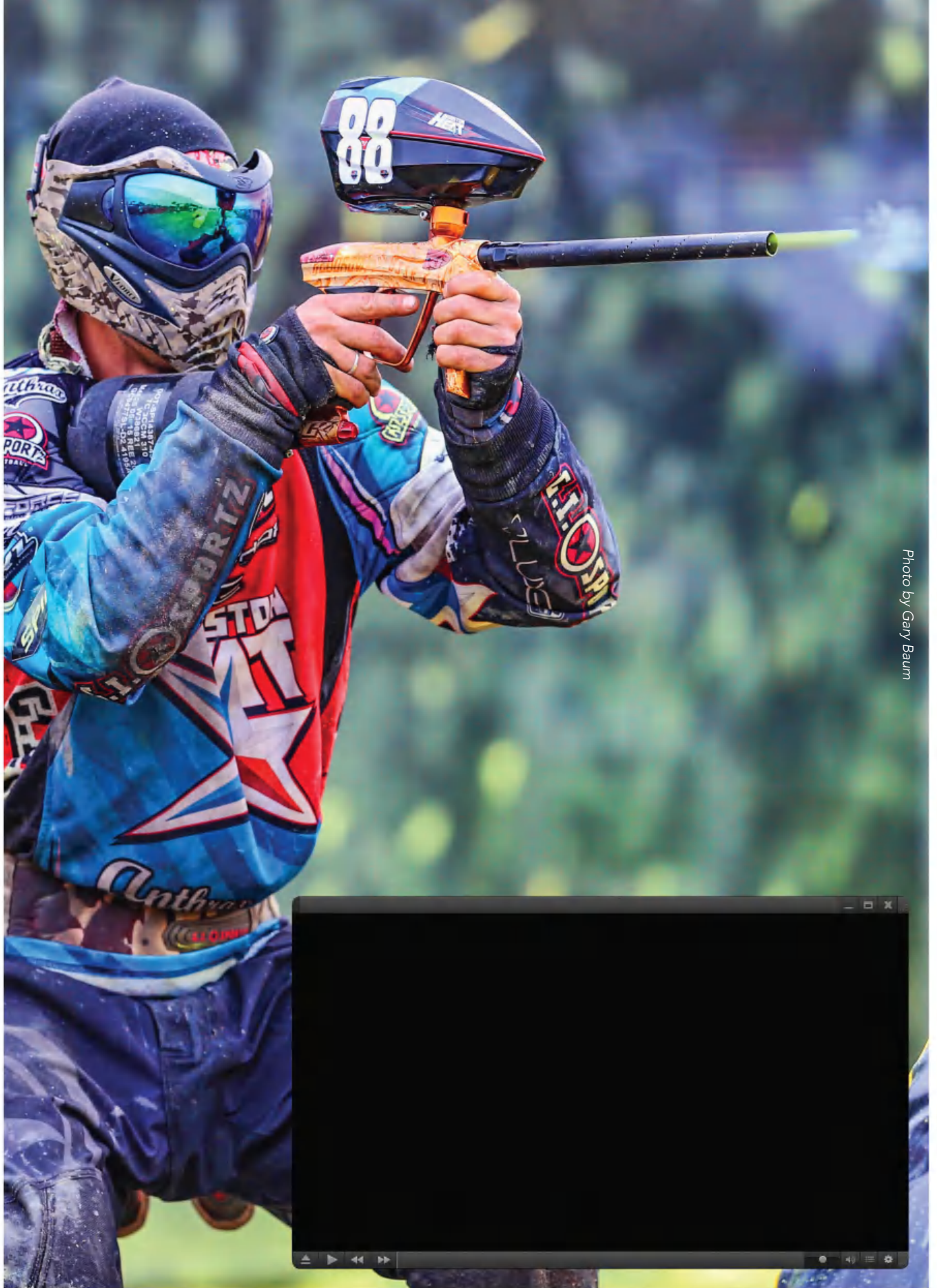


Photo by Gary Baum



Photo by Gary Baum



Photo by Gary Baum

San Antonio X-Factor, San Diego Dynasty, Baltimore Revo, Boom Upton 187 Crew, Chicago Aftershock, ac Dallas and Los Angeles Infamous. Of the eight teams four got through to the semifinal, where Dynasty blanked Upton 187 Crew 7-0 and San Antonio X-Factor beat Los Angeles Infamous 4-1. In the finals red hot Dynasty made quick work of San Antonio X-Factor 8-1.

OPEN TEN-MAN DIVISION

The World Cup Open Division Ten-Man event drew so many familiar faces to those that have been around the game for any length of time. Guys like Rocky Cagnoni and Ed Poorman played with Avalanche, Frank Connel with the All Americans, Jim Coleman, Rick Crawford and Noy Patec once again donned their Bad Company jerseys and



Bea Youngs took the fields with Destiny. In all 24 ten-man teams, both new and old battled it out in this old school format at the 'Cup. When all was said and done it was Avalanche beating Honolulu Haymakers to take first place.

DIVISIONAL PLAY

Twenty six Division Two teams entered Division Two X-all

at the NXL World Cup. Only Cleveland Imperial, Raleigh Bloodhounds and Philadelphia Xtreme managed to get through the four game preliminary round schedule unscathed. And only Montreal Image, Miami Rage and Birmingham Prime each won three games. As the weekend progressed it was becoming clear that Montreal Image would be the team to beat. Although it seemed like every



Photo by Dave Stufflebeam



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game they played came down to the wire, including one of the craziest game we've ever seen (more in a minute), Image continued to find a way to win. In their game against Philly Xtreme both teams had a played sprinting to the buzzer and whoever got their first would win the match, sending their team to the semifinals. In a true photo-finish that would make the Kentucky Derby proud, it was Montreal Image hitting the buzzer hundreds of a second before Xtreme. That game sent Image to the semifinals where they beat Raleigh Bloodhounds 6-3 and then onto the finals where they ended Brooklyn Bears season 3-2.

In Division Three X-Ball Houston Hate went wire to wire without a loss. In the Ochofinals they beat DZ All Atars 4-1; they beat New World Order 4-2 in the quarterfinals; they

sent West Coast Killers packing in the semifinals 3-2; and won the event with a 3-1 win over the Noobies. Capital Edge DMG Titanium beat TB Notorious 3-2 to take the Division Four X-Ball division.

Dirtbags beat West Coast Sharks to take the Open Five-Man division; Maryland Militia won the Division 3 Five-Man; Jungle Bears took the Division 4 Five-Man and weR1 took Division 5 Five-man.

The NXL World Cup was without a doubt the best pro/am event of the season in the U.S. The location was great, the caliber of play was amazing, the game endings were some of the best ever and the pomp and circumstance and vibe were about as lively as we've seen in years.

ZERO TO ONE MILLION IN FIVE DAYS • BY JOHN AMODEA

When I asked Ryan McIntyre, a friend of a friend, if he was interested in shooting video for us (Paintball.Media) at the 2015 World Cup I had no idea what was about to happen. At the ripe old age of 21 years, Ryan has already been shooting and editing video for ten years, but this was paintball and he'd never shot a paintball game before. Any great paintball videographer or photographer will tell you understanding the game is everything when it comes to shooting tournament paintball. So I assumed there would be a steep learning curve for Ryan. Still, having spoken several times before the 'Cup and having watched literally every video on his YouTube channel, I was expecting good things.

On Wednesday before the event started Ryan shot a drone flyover video, which he edited and uploaded to our Facebook page the same day. To my knowledge this was the first shot and edited video from this year's 'Cup, which was already impressive. Within a few hours the video was watched by 11,000 viewers and shared 135 times. And for the next three days Ryan shot and edited highlight videos from each day's play. The videos were some of the best highlight clips I have seen in paintball, especially considering they were shot, edited and uploaded the same day, each day of the event.



Alicia, Ryan and Cotton.

That's all good stuff but what happened on the last day of the World Cup was even more impressive. In the last pro game of the event it was Dynasty versus Houston Heat. Kyle Spicka of Dynasty shot the last three Heat players as they attempted to hit the buzzer for a game and event winning point. The third player to attempt the buzzer hit was shot literally a fraction of a second from the buzzer. In fact

it was so close that one ref called it a win for Heat and another called it a win for Dynasty. But Ryan was in perfect position to capture not only the hit, but in slow motion you could see it happened within inches of the Heat player hitting the buzzer. Game and event win for Dynasty.

Later that evening Ryan uploaded the 29 second video to the Paintball.Media Facebook page and by the end of the night the video had a Facebook reach of more than 300,000. Five days later we had our first "viral" video with a reach of 1.01 MILLION, with 1755 shares and 150 comments. When I asked Ryan how he was able to get in position for the shot he said, "I saw what was happening and when I looked around I noticed there were no other cameras around me. I waited for the shot and it happened." Yes it did....

Check out the original Facebook video here:

www.facebook.com/video.php?v=10153745482829662





Photo by Gary Baum



Photo by Gary Baum



Photo by Dave Stufflebeam



Photo by Alicia Bane



Photo by Alicia Bane

For more go to www.PlayNXL.com

2015 FINAL SEASON RANKINGS (TOP FOUR)

PROFESSIONAL DIVISION

- 1- EDMONTON IMPACT
- 2- SAN DIEGO DYNASTY
- 3- SAN ANTONIO X-FACTOR
- 4- HOUSTON HEAT



Photo by Gary Baum







Photo by Dave Stufflebeam

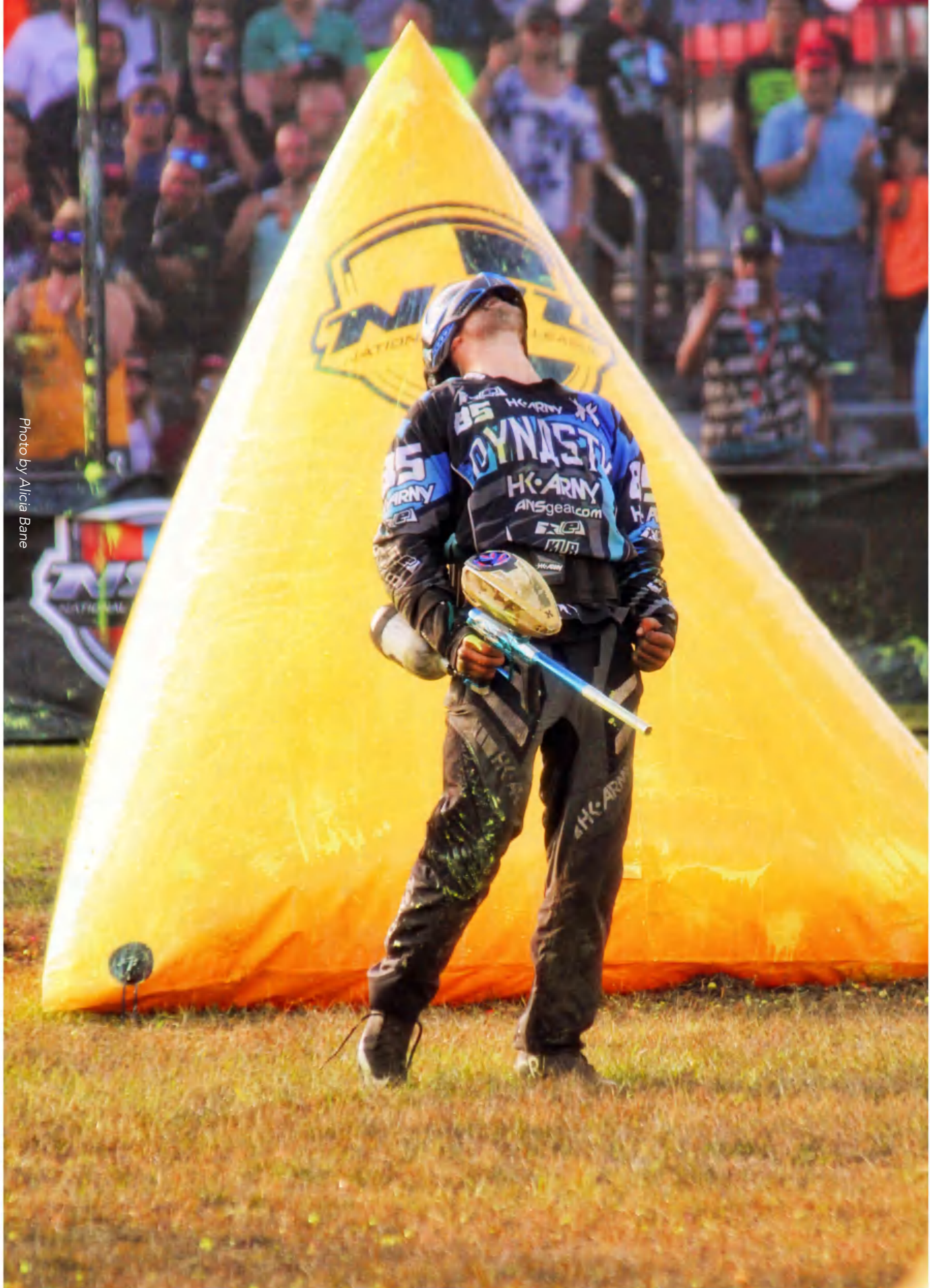


Photo by Alicia Bane

SEMI-PROFESSIONAL

- 1- SEATTLE UPRISING
- 2- CHARLOTTE BLOODHOUNDS
- 3- SACRAMENTO DMG
- 4- DISTORTION

DIVISION 2

- 1- BROOKLYN BEARS
- 2- AAF
- 3- RALEIGH BLOODHOUNDS
- 4- PHILADELPHIA XTREME

DIVISION 3

- 1- DZ ALLSTARS
- 2- NEW WORLD ORDER
- 3- RALPH BOYZ
- 4- HOUSTON HATE

DIVISION 4

- 1- DBS SUPERSONICS
- 2- OHIO POWER
- 3- DZ ALLSTARS II
- 4- SA NOTORIOUS FSU

OPEN 10-MAN

- 1- ROGUE
- 2- WASHINGTON WINSTONS
- 3- INMAN EAGLES
- 4- QUINTONS ARMY

DIVISION 3 5-MAN

- 1- MARYLAND MILITIA
- 2- LOUISVILLE ASYLUM D3
- 3- PR CREW
- 4- STORM RIDERS

DIVISION 4 5-MAN

- 1- PITTSBURGH BOMBERS
- 2- MIAMI DEVIOUS
- 3- SCUMDOGS
- 4- COASTAL VIRGINIA AFTERBURN

PUMP

- 1- THE LOONEY TOONS
- 2- DIRT BAGS
- 3- WEST COAST SHARKS 1
- 4- PBSL JAX



Photo by Alicia Bane



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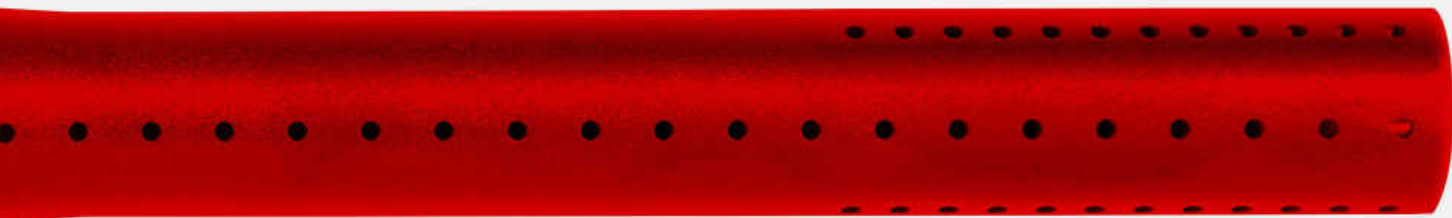
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THE ECLIPSE GTEK

Text & Photography by Joshua D. Silverman • Some Photographs by Planet Eclipse

AFTER YEARS OF SUCCESS

with the Ego series, culminating in the LV-1, and later the Geo line of spool valve markers now led by the flagship CS-1, plus the ETek line and the Etha, Eclipse has this whole paintball gun thing pretty well figured out. Their top teams, like Edmonton Impact, San Antonio X-Factor, Upton 187 Crew, AC: Dallas and Dynasty have the trophies to back that up. The problem is, Eclipse doesn't seem to be quitting. Instead, Planet Eclipse chose the 2015 World Cup to launch a completely new paintball gun, a spool valve addition to their mid-level line that joins the poppet valve ETek5, giving players looking for the quality, value, performance and service of Planet Eclipse something they've never had from the company's mid-level line before: choice.

Through several iterations over many years, the Eclipse ETek has provided players on a mid-level budget a reliable, durable, simple and competitive marker able to punch well above its weight. Improving with each new model, there was simply not much to complain about with the ETek line. That said, some players prefer the quieter,

softer-shooting and generally more accurate spool valve operating system to the stacked-tube, poppet valve system at the core of the ETek, and to receive that type of performance from Eclipse the only choice was to step up to the Geo, one of their flagship markers. With the introduction of the GTek this is no longer the case, as a spool valve brother at the Eclipse mid-level price of \$550 MSRP has now joined the ETek. Affordable, simple, accurate, well built and well-appointed, the GTek brings high-end, spool valve performance loved by serious players from the woods to tournament fields around the world to a much more affordable level.

Delivered in a hard, zippered case with the usual barrel cover, spares and excellent owner's manual, the Eclipse GTek features a new, Gamma Core spool valve surrounded by a combination of anodized aluminum and the same light yet strong glass-reinforced nylon composite parts like the grip frame, eye covers, on/off air knob and feed neck found on the ETek. Available in blue, black, grey and red with black accents with an Autococker-





threaded, fourteen inch, two-piece aluminum .689 bore sized barrel with an excellent internal polish and plenty of porting, anti-chop eyes, an on/off bottle adapter, a fully adjustable, microswitch-activated trigger, the same SL-4 regulator found on Eclipse's higher-end markers and a clamping feed neck, the GTek offers a list of features comparable to most top-end markers available today.

Getting the Eclipse GTek ready for play takes only minutes and consists of removing it from its case, ensuring a fresh, high-quality 9volt battery is installed, adding a compressed air bottle, assembling the barrel halves and threading the barrel in, adding a hopper into the clamping adapter, adding paintballs to the hopper, turning the marker on via the on/off button at the rear of the grip frame, airing up and then heading to the chronograph (with a barrel cover and goggles, of course). The process actually takes less time than it did to read this, assuming you stay focused. Weighing just over two pounds, the GTek is light and well balanced. When used with the right peripherals like the Ninja SL Pro-Series 68 cubic inch bottle and Pinokio Speed hopper used for these tests, a GTek ready to shoot can be ready to play at 5 pounds, 7 ounces.

If spool valve performance is what might draw a player to the Eclipse GTek over its ETek brother or other competitive markers, their confidence in the platform is well placed. The marker shoots smoothly with very little perceptible recoil or "kick" and, almost as importantly, the marker is very quiet thanks to its operating system and the plethora of porting drilled into its barrel. Both the grip frame and fore-grip surrounding the marker's regulator are comfortable in the hands and create a stable platform that, in addition to the marker's smooth operation, deliver impressive accuracy at all ranges. Inside 10 yards, the marker delivers one large splat on target, while at longer ranges groups are predictable and streams land where they're intended, allowing the shooter to lane easily or dominate the edge of an opponent's bunker on a competitive field, or through gaps in foliage or





through windows, doors and gaps in man-made bunkers or fortifications on wooded or scenario fields. Tested in dry, 60-degree Mid-Atlantic Fall weather, the GTek neither chopped nor broke a single Empire Marballizer paintball in its barrel or breech and experienced no other malfunctions of any kind.

Light, accurate, efficient, simple, reliable and affordable,

the new GTek from Planet Eclipse truly rounds out their mid-level offerings, complimenting the simple and time-tested ETek very well. Serious paintball players on a budget or those who simply want a durable, accurate and quiet spool-valve marker now have an extremely competitive additional choice to consider from one of the most trusted names in the paintball world, Planet Eclipse.

• • •



"I believe the GEO already shoots straighter, smoother, further, and now with the new bolt upgrade, more efficiently than any other marker I've ever shot! The master engineers at Eclipse have made the best marker even better."

RYAN GREENSPAN
SAN DIEGO DYNASTY

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TOPRANK INNOVATIONS BATTLE PANTS

Words and Photos by: Colton & Alicia Bane

FOR A TIME IN THE EARLY TO MID-2000s

Pep Escutia was one of the best players in the game. Now Pep has transitioned from player to industry as his company TopRank Innovations is making its mark as a manufacturer and designer of paintball products. TopRank products are tested to perform and function well into battle. Pep and the rest of TopRank strive to give you the best product, as well as the latest technology in the world of paintball. The way that these products are designed is so that any paintball player of any genre can use them. We here at Paintball Media had the pleasure of meeting Pep at the NXL World

Cup and getting some products to test, and tell our readers how we liked them.

Opening up the packaging of the City Camo TopRank Battle Pants I was able to tell right away how much time and effort must have been put into creating them. The quality of the stitching and the sleek design has an upper hand on other products. The fabric used to create these pants and the feel of them showed me



fit. This will help with that hopeful bounce when getting shot at. On the side, there is Velcro adjustable straps to help you find the fit around the waist that is best for you. The pants were not bulky, but just protective enough to where I felt comfortable using them for paintball. As I was jumping and sliding the padding in the knees provide a good amount of cushion for my fall. I slid across the ground, and the padding in the knees helped protect the impact. The padding is no kneepad by far, but they do help quite a bit when you hit the ground. As I slid I noticed the smooth slick material used by TopRank to create these pants helped me go that extra inch. When sliding, the pants held up great. With no rips, no tears, not even a sound besides me connecting with the ground. I worked up quite a sweat, but these pants did a great with breathability. When you are playing paintball, another key factor in the gear you are wearing is agility. Will these pants affect my range of motion? The answer is no. Sometimes when you have paintball pants to protect you, you have to sacrifice in other areas such as agility. These pants made me feel protected, and at the same time did not affect my movement whatsoever.

If you are looking for great pants from a great company to switch to for your paintball game, these are the ones. The cool design, as well as the reliability and durability are outstanding. Not to mention the fact that they have a really experienced designer. You will not regret picking up a pair of these pants and bringing them on the field with you. I for one am excited and cannot wait to go play again with these pants. If you are interested in learning more about these pants or checking out some other products TopRank Innovations has, visit:

www.facebook.com/TOPRANKINNOVATIONS/?fref=ts

or

www.lospistolerosfamosos.com

that they have spared no expense, and have what the paintball community wants. The pattern on these pants is City Camo. It is a bunch of different images combined into one to where it makes it look camouflaged. These would work great for tournament players, but could also work great for playing in the woods in scenario events. Looking down the left side of the pants there are several breathable compartments so you don't end up dying of sweat, and overheating. After sticking my hand inside I found that the whole inside was netted to keep the pants from sticking to you when you get sweaty and dirty, like we know everyone does on the field. The pants are made with high quality zippers that are used to close out four out of the six pockets, making sure once you zip them shut they stay shut. This I know is a huge advantage on the field. Sometimes the Velcro pockets just don't cut it and you end up losing stuff you take with you. The other two pockets have strong Velcro keeping them closed, making sure if you're playing scenario or tournament after sliding into that bunker, the Velcro won't give leaving the contents of that pocket exposed. They have thought of everything needed on these pants once the paint starts flying, including a barrel swab pocket keeping it close to you for those times in need. However the next test is durability, looks and sleek designs don't mean anything if it's not durable.

When putting the pants on, I noticed they were a loose

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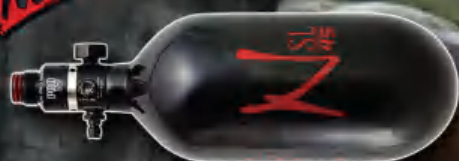
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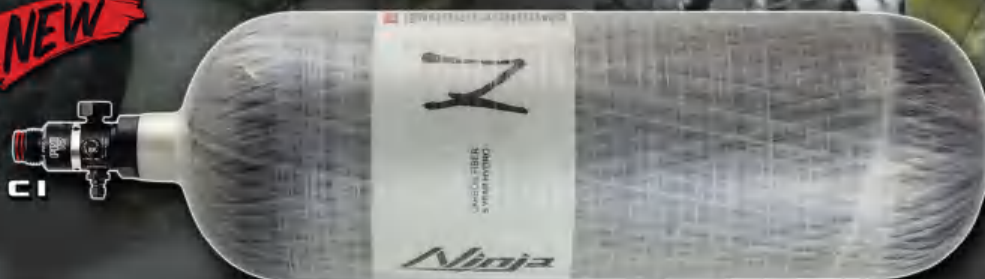


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FOR THOSE THAT DO NOT KNOW,

Behind the Bunker is one of the many ways we get the word out about our sport. This webcast has been going on for quite some time now, and has been growing more and more popular with time. This show is put on by a team of great guys that love what they do every single week. The hosts of the show are Todd Ancich, Josh "Zuby" Zubrickas, Joe Kimpson, and Gavin Sharma. The Show Producer is Matt Ancich, the Research Department is ran by Dustin Holst and Brody Ball. Finally, the Sounds Engineer is Sebastien Meunier. These guys all have full-time jobs outside of the show, and still manage to make an awesome webcast/podcast every Monday night.

Todd used to work at a nightclub years ago. Joe Kimpson was a regular there back before he was married and would talk about paintball. Joe then invited Todd to go play with him, and so the story goes. Todd fell in love with the sport, as well as Joe's sister who he eventually married. Now he has Behind the Bunker, multiple stores,

as well as Flag Raiders Paintball Park. Flag Raiders Paintball Park is around 40 acres of pure fun. They are the host of Canadian Carnage, the Canadian Xball League, and Shoreline Paintball will also hold an event there.

Todd retired from playing paintball a year and a half ago, but he led a very exciting paintball career. He played in the highest level of the CXBL for years. Behind the Bunker all started at an indoor tournament at Flag Raiders. They put a camera on the field for the people who could not make it to the tournament in person. After it was over, they looked at how many viewers they had for that tournament and were astonished. So they decided to make it bigger and better. They got 4 cameras, a switcher, and a couch. Todd and the guys then started commentating the games for 6 1/2 hours at a time. Their views started skyrocketing, so they got even more excited. "If we weren't sitting around on camera talking about the games, we would be doing it anyways", said Todd. So they began upgrading their



TODD ANCICH FROM BEHIND THE BUNKER

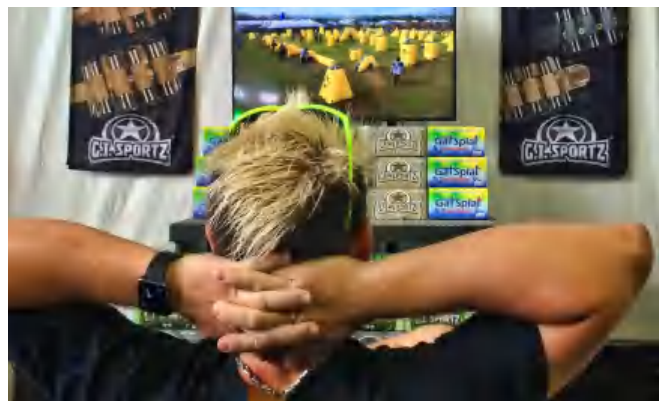
Words By: Alicia Bane



cameras, and when the season was over they decided to start a show. The show's viewer numbers went up so fast and everyone wanted more. So they started buying professional equipment and introduced more hosts to the show. It went well, but the viewers wanted more. The show was too short for people viewing it, so they made the show 90 minutes. Every year they got more sponsors, and more equipment. It wasn't until a year ago that they decided to split the show into part webcast and the other part podcast.

One of Todd's favorite parts of the show is being able to see his friends once a week. Like I mentioned before, all of them have fulltime jobs and family so sometimes it is the only time they can get together. One of the most difficult things to do is find discussion points for each show. But with the help of like-minded people, as well as players and fans, they manage to make a fantastic show every week. Some things that will be happening with the show in the future will be new segments. Todd also wants to start doing gun review segments. The gun review segments will be quick, simple, and to the point. Behind the Bunker has a few other things up their sleeves, but you will just have to tune into the show to find out what they will be!

Behind the Bunker is one of many shows available for paintball players, but there is no other paintball show like it. This show is live every Monday night at 8pm EDT. This is one of the most interactive paintball shows out there. While you are listening live, you have the opportunity to engage in a live chat that they use in the show. When you take part in the live chat, you have the opportunity to have a part in the show and the discussion that is taking place. This show is remarkable, and a great way to spend your Monday night. If you would like to watch the show, visit www.behindthebunker.com Monday nights at 8pm EDT. Also check out their Facebook page at: www.facebook.com/Behind-The-Bunker-165289460186262/?fref=ts



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DECAY OF NA

Words By Danny "Forge" Selves • Photos By Gary Baum



ONCE OFF THE PLANE I made my way to SC Village, home of the biggest paintball event on the west coast, Decay of Nations. This event will not let you down. There is always something to make the game exciting. This is the ninth event in the series and it was one for the books. I arrived to the field in the late afternoon

on Friday. This has been the ritual for those that come to this event for years. It is a great chance to see people you have not seen for a while. I ran into some old teammates, and set up camp.

As more people came and set up camp, the area filled up fast. It is as a small city filled with paintballers. You

ATIONS





could feel the energy pick up as the night went on. I made my way around camp seeing people that I had not seen for a couple of years. It is like seeing old family members that you have lost touch with. Everyone wondering and asking, what you have been up to and how things are going for you. This is what I love about our community. It is a family. After setting up tents and chatting I hit the pillow for a good night sleep.

Saturday morning is the kick off to the event. Camp all of a sudden was full of life and energized. Players were getting their gear ready, getting chronographed and heading to players briefing. You could still smell bacon in the air as the first crack of the markers started firing off on the field.

This year was a little different then years past. The game was played with three teams. Added to the mix the third team made up of MagFed players that played the role of the Third Faction. The way this worked was simple; the Faction could be hired to either Ekron or UNA. When not hired they were to create problems for both sides. This made the game unpredictable and challenging, to say the least. If you did not pay attention to what was going on you could be on the wrong side of the Faction's marker. If you were part of the Faction you had to stay alert for those that might not have received word that they were your hired gun. Communication was the key.

I played on the Ekron side with my old teammates, The Suave Bastards. Driving the APC we constructed, we entered the battlefield with authority. Our General Wolf ordered us to push to the front line. This would allow our team to advance further into the enemy territory. As we pushed the front line we could see UNA troops massed to our right side, the game was on. We turned the turret on our APC and opened fire. Crewmembers inside also opened fire through the gun ports on the side of the APC. Team members outside the APC followed our lead and opened fire in the same direction of our guns. The paint was raining down on the UNA.

The adrenaline from this attack was uncontrollable.

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The UNA shot out the windows of the APC and this made it impossible to drive. I needed to clean the window somehow to keep pushing forward, but I was not getting out. The crew popped the top hatch of our vehicle, exposing themselves and opened fire. This gave me the opportunity to reach out and clean the window well enough to continue the push, and we did. The whistle signaling the end of the battle saved the UNA team. This would not be the last time they would meet the APC of the Suave Bastards.

After this battle was over, SC Village Staff ordered us to take a mandatory break. The temperature on the field was over 100 degrees and some people were having issues dealing with the heat. It is well known at this event

that you have to drink water and stay hydrated.

Our team took a break and some chose to sit the next skirmish out. I was one of them... waiting for the night game to get started we fueled up with dinner and plenty of fluids. Everyone was chatting about the experience we had just had. It was epic.

The night game was also one for the books. SC Village built a completely new field, Bosnia. This field is a close quarters field complete with two story buildings, windows, doors and tons of angles to watch and shoot from. It reminded me of the training courses I navigated while in the Marine Corps. It is a truly well designed field. Borrowing a Milsig M17 CQC, I was ready for this battle.













Entering the field my heart rate picked up and the training took over. It was go go and go as fast as we could to get to the front of the battle. Once there, the battle raged on for a while and a headshot took me out. I can still feel the spot it hit.

Back at camp, I took off my kit and sat for a minute, while sitting there I heard some commotion going on the other side of camp. The investigator in me started heading that way. Clown Town was open for some shenanigans. Lead by Justin Hirsch, the Psycho Clown Posse had all the clown games you could handle. Clown juice on tap and pies loaded for your face. I joined the fun and watched the games and the pie throwing. Big Paul, the man who runs Decay was in the mood and made a challenge to avenge a loss. It was Epic! Both players ended up with a pie in their face. Egg races for prizes, confetti flying through the air, and the sounds of horns; you knew you were in Clown Town.

Sunday morning, much the same as Saturday, people were up and ready to get back to the field. This time I followed the Faction lead by Lobo. Commanding his team of hired guns, it was great to see the precision as they executed their plans. Moving swift and accurately, taking targets as they went they did make the game wild and unpredictable.

The blood bath, I think we all know why it's called that. So much paint and so little time, this is the last chance to get the points needed to win the game.

Ekron pulled off the win in the final battle. Third Faction met up with Wolf and using a nuke prop and four death cards in succession, combined with the Pope's Contractors flanked through Beirut for the kill and won the game.

All said and done the awards were handed out and the giveaways done, this is a Decay that will be remembered by all the players and me for years to come. The great family environment and feel, great staff and coordinators, players and friends is what this is all about not who won or lost. Paintball is the most fun event. If you're not playing it, you should give it a try. • • •







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AZPPL

Words and Photos by: Nichola Hayden from English Rose Photography



ARIZONA PAINTBALL had been lacking with the tournament scene for a few years. A few have tried, SWPPL but nothing really took off.

In 2015 it seemed Ryan Bosch took a step back into paintball with reviving Scottsdale Elevation and getting

the AZPPL up and running. The WCPPL, GI Sports, Planet Eclipse and Exalt all sponsor the AZPPL. With these sponsors I can see potential for the league.

The most unique thing the AZPPL brings, is the re-introduction of player stats. At the events there are four structures elevated above the field, with staff monitoring



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each game with video and their sharp eyes. Players can then check in on the website to find out just how many kills they actually got, rather than the 5 that we all assume we got.

In paintball, there is no age discrimination, and that is apparent in the D5 bracket as we see players as young as 10 competing against some old dogs that were lured by the league.

Arizona State University, AZ Resurrection, Elevate, Elevation Kids, Scottsdale Elevation Cinco, Tucson Soulless 5, and Wild West Gunslingers were the registered D5 teams RaceTo X format.

AZ Elite, LostBoys, Scottsdale Elevation Dos and Tucson Soulless were the registered D4 teams, RaceTo 4 format.

The Day was a hot one, which is no real surprise in Arizona. But when you live here, it really is nothing out of the ordinary. Players kept themselves hydrated with the supplied water from the league and went head to head in some heated matches. But with all tournaments, there can only be one winning team in each division.

The semifinal match between LostBoys and AZ Elite was probably the most intense of the day as the game first went into overtime and then to 1vs.1! First up in the 1vs.1 was Chase Eckhardt from AZ Elite vs. Brady Thomas from







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LostBoys. This head to head ended in a 0 score. Justin Reed from the LostBoys took the first point against Jeremy Vallejo from AZ Elite. The score was LostBoys 1-0 AZ.

Skylar Brody from AZ Elite took the next point against Skylar Gunther from Lostboys, making the score 1-1. The coincidence was that they shared the same first names?

The man himself, Jon Logan representing AZ Elite

swooped in and got the hit on Steven Sargent and secured AZ Elite's spots in the finals. The finals were no easy feat as Scottsdale Elevation Dos and AZ Elite went into overtime. Elevation was the successors and took this event's winning title for the D4 bracket. No doubt these teams will go head to head again at a future event!

In the D5 finals we saw Elevation Cinco, formerly known as Stunner Squad, fight to defend their previous winning title against Tucson Soulless 5. They showed no mercy



and won the 2nd event with a 3-1 score.

In conclusion; The AZPPL runs smoothly, has great staff behind it, offers D3, D4 and D5 matches. I encourage all teams from neighboring states to get carpooling out here for the next event. The weather in December is perfect for paintball.

NEXT UP: WCPPL Sin City Finale Coverage.

See you there! ●●●

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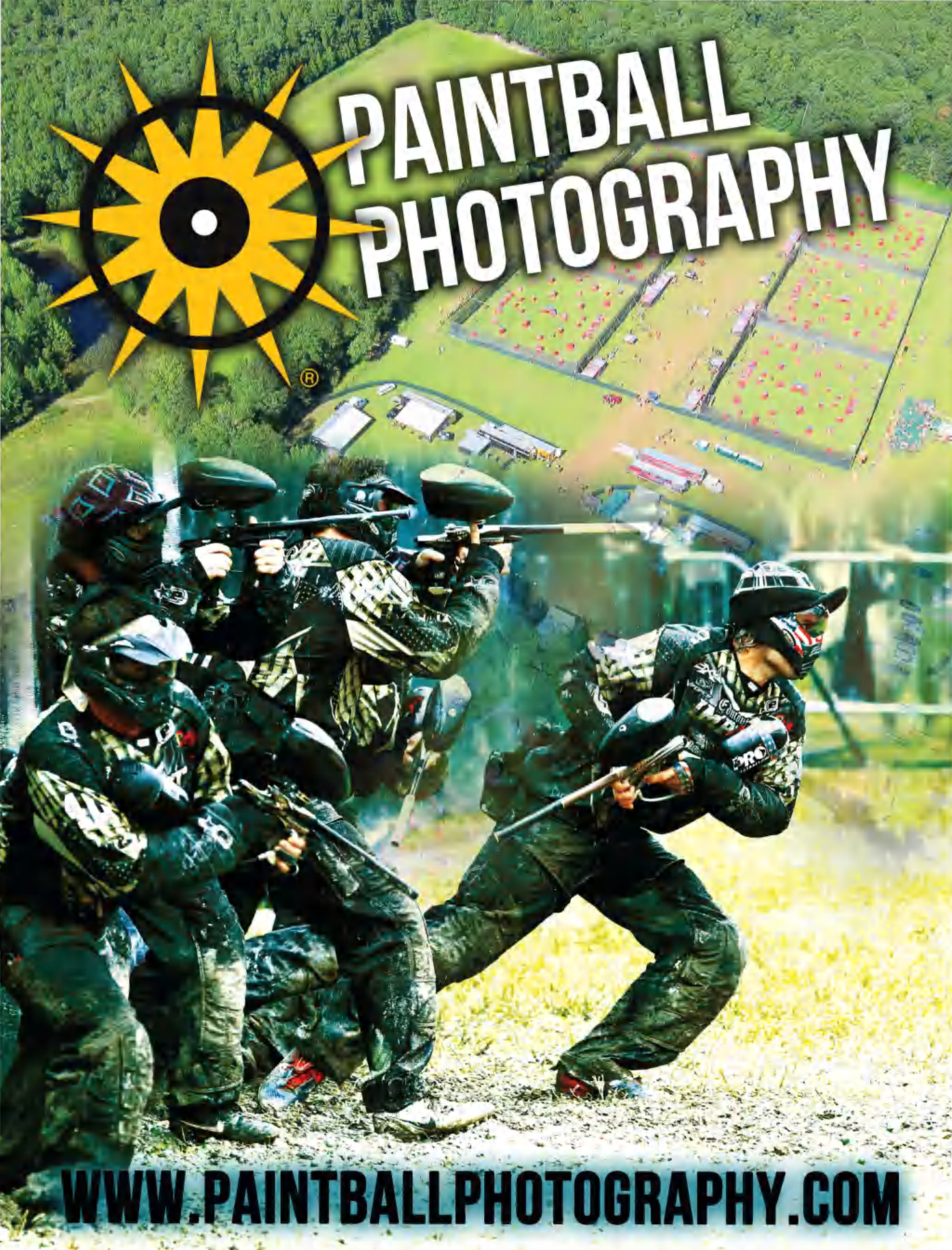
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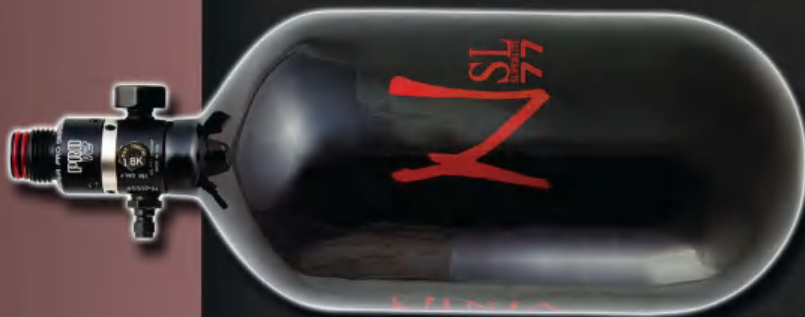




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THE TEAM



ALICIA BANE, ASSISTANT EDITOR

Alicia was born and raised in Ankeny, Iowa but recently relocated to Texas where she and her husband Colton could be closer to the paintball action. As well as a paintball lover, Alicia also loves animals, music and photography! She has been doing paintball photography since she and her husband formed their first paintball team in Iowa several years ago. Alicia also enjoys nature and people photography. You can reach her at Alicia@paintball.media

JEFF DEUBERT, SENIOR DESIGNER: PAINTBALL MAGAZINE

Jeff is a Senior-Level Designer who comes to us after working with both PB2X & PaintballX3 magazines, having done layout design for both publications over a span of more than 8 years. He has tons of design experience & his passion for art shows through in all his magazine work. He's also a big-time college football & basketball fan and is waiting patiently for his Rutgers Scarlet Knights to one day win a national championship in one of those two sports (ha!). Jeff resides in a rural town in southern New Jersey with his wife Beth & his young children Justin & Jocelyn. He enjoys spending much of his down time with his family, his Shiba Inu named Kira and his puppy Lab named Harper.



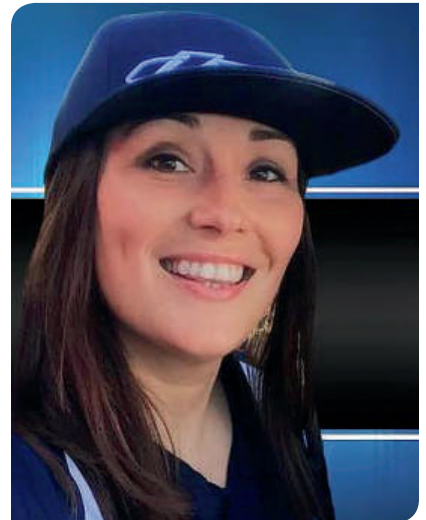


DAVID STUFFLEBEAM, PHOTOGRAPHER

David Stufflebeam is a freelance photographer from Long Island, New York. He is the owner of aztekphotos.com. He got his start in photography in 2009, taking photos at local sporting events and quickly developed an interest in professional photography. In 2012 He took his skills to the paintball field with a lot of success and is one of the top photographers today. Dave is always on the hunt for the perfect shot and looking to advance his skills. You can also spot him off the field shooting Hockey, Soccer, Wrestling and Concerts.

SHELLEY FARMER, PAINTBALL COMMENTATOR & REPORTER

Shelley Farmer is a paintball lifer, having grown up the daughter of UK paintball legend Bart Farmer, founder of Bart's Stud Squad. A serious competitive player in her own right, Shelley played her first tournament in 2005 with the all-female team Fallen Angels and she has since played for the London Tigers, MK Storm, Celtic Banshees, and guested for Destiny. This season Shelley is playing for Team Poison Ivy and representing Great Britain at the EPBF Nations Cup.

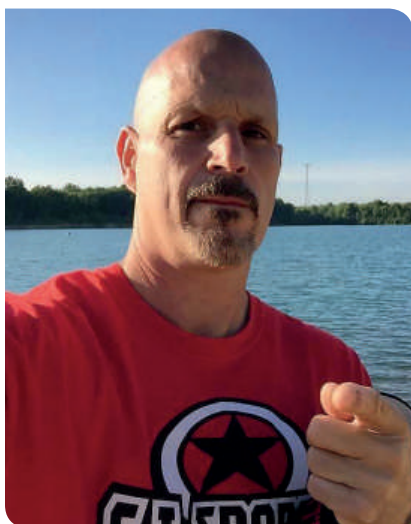


ERIK CHATEAU, PHOTOGRAPHER

Erik is one of the world's best known and most respected paintball photographers, covering the game in both the U.S. and Europe. Based in France, Erik covers the Millennium Series, Veckring Big Game, the PSP, NXL and a variety of other paintball events each year. He's been shooting paintball games since the early 2000s and is one of the most published photographers in the game.

THE TEAM

CONTINUED



STEVE “RAB” RABACKOFF, WEBCAST ANALYST

Steve Rabackoff got his start on the professional circuit in the mid-1990s with the team he founded and captained, Houston Heat, and his playing days took him to teams like Image and Avalanche along the way. Although his pro playing days are behind him, Rab is deeply entrenched in the game of paintball at every level with his role at GI Sportz. He has attended virtually every major event for two decades in both the U.S. and abroad.

JOSH SILVERMAN, FEATURE EDITOR

Originally from and still living in Northern Virginia, Josh spent several years living and working in the Carolinas where he helped run businesses like the CFOA Tournament series at the height of its popularity and Adventure Beach Paintball. Josh got his start in paintball journalism with PCRI, Paintball News and Action Pursuit Games magazine in the mid-nineties before being hired by Crossfire Paintball Magazine. Josh's first editorial position was as Assistant Editor with Paintball 2Xtremes Magazine where he worked until accepting a position as Associate Editor of England's famed Paintball Games International Magazine, or PGi where he worked for several years. Josh has also written or contributed photography to Facefull Magazine, Splat magazine and Paintball Sports Magazine, and worked in marketing and Public Relations for such companies as Stiffi barrels, Pinokio Hoppers, DraXxuS, Tippmann and G.I. Sportz. A player of the game of paintball since 1993, Josh and his wife Jennifer continue to play the game today when they aren't shooting firearms or fishing.





MAURICE VAN DEN AKKER, WEBCAST COMMENTATOR/ REPORTER

Maurice has been involved in paintball for many years as a player, team manager, EuroRef and as part of several webcast teams beginning in 2009. He has also produced a series of videos for team Marseille Icon in 2007-2008 and again for Toulouse Tontons in 2009-1020. Fluent in five languages Maurice knows the game and can communicate it to any audience, making him a valuable part of our broadcast team.

JOHN AMODEA, EDITOR, MEDIA DIRECTOR

John played his first game of paintball in 1985, opened a field in 1989, started his first paintball magazine in 1991, played on professional team Bad Company, promoted early NPPL events, is a two time scenario general and was one of the original ASTM Paintball subcommittee members. John's "Survival Guide" tech manuals sold more than 100,000 copies and he is the most published paintball writer in the history of the game. Born and raised in New York City, John moved to the Washington DC area in 1989 and still lives there today. He spends his rare spare time writing and recording music in his home recording studio.

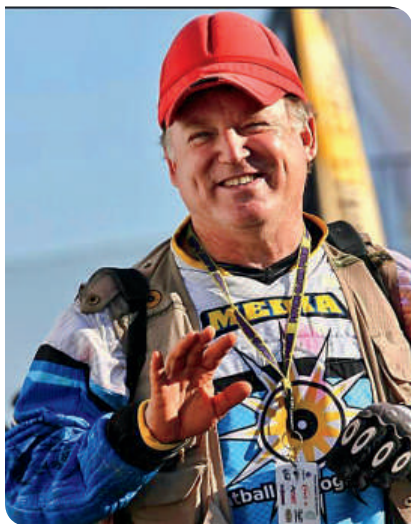


TOM "TOMCAT" CUNNINGHAM, WRITER, PHOTOGRAPHER

Canadian born, Tom is a veteran of paintball with involvement in the game spanning 24 years. A long list of accomplishments include being one of the first to film paintball in Ontario, numerous fund raising charity games and marketing lesser known fields throughout Ontario and beyond. Further still Tom has managed to introduce paintball to mainstream media on multiple occasions. He has also brought positive awareness of paintball to Canadian politicians. As a member of the paintball media Tom has traveled worldwide to film some of the very best big paintball games and tournaments.

THE TEAM

CONTINUED



GARY BAUM, PHOTOGRAPHER

Gary has been around the game of paintball for nearly three decades as a player and photographer. He is the most published photographer in the history of the game, covering tournaments, scenario events and magfed games worldwide for more than 15 years. He's also the first photographer to introduce aerial photography to paintball. Gary's work can be seen in literally every online and printed paintball magazine in the world. Gary is the owner of www.PaintballPhotography.com and is the media liaison for the National Xball League.

MIKE "PEV" PEVERILL, EXECUTIVE PRODUCER, PAINTBALL WEBCAST

Mike started playing paintball in the mid-80s and has played and won at every level of tournament play, including winning an NPPL Amateur title as well as many professional events. He was the publisher of PCRI Magazine in the 90s he's been (and still is) a paintball field and store owner (Pev's Paintball), an event promoter/producer, the President of a large paintball company and he's a contributor to the Paintball Extravaganza each year.



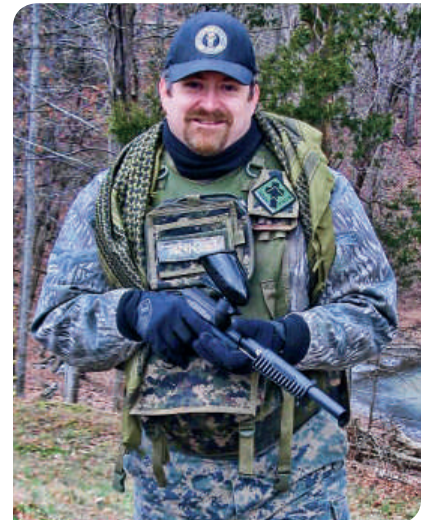


MAX “MIXIMUS” LINDQVIST, ANALYST

Max has been a member of Stockholm Joy Division for almost two decades and is one of the game's most beloved players. Max has guested and played for more than 100 teams in his career, he's trained thousands of players, and he knows the game of tournament paintball and its players as well as anyone. When Max is not playing he spends his time developing new products for his company Bunkerings.

MICHAEL BELL, WRITER, PHOTOGRAPHER

Michael started playing paintball in 2000 in Illinois, when a friend invited him to play. The paintball bug took hold and he began to get into scenario games. In 2004, he wrote and directed his first scenario game. In 2005, after moving to Tennessee, he joined Ghost Squad Scenario Paintball team, and started writing paintball related articles. Today, Michael is a member of the Bounty Hunters Paintball Team and continues to write and looks forward to producing more scenario games.



STEVE TURNBULL, WRITER, PHOTOGRAPHER

Steve started playing paintball in 1988 at Operation Paintball Hexham in the U.K. He played alongside and against some of the best teams on the European circuit in the 1990s. A severe knee injury ended Steve's tournament playing days and he has since taken up photography. After graduating from Dumfries College in 2014 and gaining a qualification in Photography, Steve has been shooting and writing for PaintballIX3 Magazine and now Paintball.Media.



NICK SLOWIAK, WEBCAST ANALYST

Nick Slowiak has been playing on the U.S. professional paintball circuit for many years, with teams like Chicago Aftershock, Houston Heat and his current team Upton 187 cRew. He also plays in the Millennium Series in Europe with France's GK Paris. Nick's knowledge and experience in the game make him one of the best webcast analysts in the world, and his sense of humor and wit make him one of the most popular among paintball fans worldwide. Nick has also worked at GI Sportz for nearly ten years.



TOM FELBERG, DIRECTOR OF BROADCAST (WEBCAST)

Tom has played on the professional paintball circuit in Europe for more than six years as part of his 15 years in the game. He is the owner and founder of Radical Entertainment and the man behind the cameras, responsible for everything visual (cameras, colors, graphics, broadcast planning) during the Millennium Series broadcast at www.Paintball.Media. Drawing on his experience as a player and his technical and film background, Tom and his crew of engineers, technicians and camera operators continue to develop and innovate paintball broadcasts with the goal of making paintball successful as a sport.



LAWRENCE ABERNATHY, NXL BEAT WRITER

Paintball Media is happy to announce the addition of Lawrence Abernathy to the team as a beat reporter for the National Xball League. Along with covering the teams and players that comprise the NXL, Lawrence will be enhancing our event coverage by providing our readership with score updates, analysis and news from the events. Prior to joining Paintball.Media, Lawrence acted as an editor and content provided for Social Paintball from 2012-2014, and has collaborated with Paintball Access.





ZAC ARBUCKLE, PHOTOGRAPHER

Zac Arbuckle, founder of Inspire Photography is a paintball player turned photographer and a key cog at Paintball.Media. Never afraid to get into the hottest spots on the field, you can feel the game's intensity in Zac's images. Based out of the upper Midwest, you can find him at games like Living Legends, Red Strike, World at War and many others.

OLIVER BOHM, PHOTOGRAPHER

Oliver is a newcomer from Germany in the world of paintball photography. In 2011 he played paintball for the first time with some friends and since then he has become a regular on the field both as a player and photographer. Oliver is a student and an active international photographer based in Europe, covering not only paintball but concerts and more.



BRENDA SEEFELDT, ASSOCIATE PUBLISHER (MAGAZINE)

Brenda has been involved in paintball for 20 years. As owner and co-founder of Paintball X3, Brenda served as the magazine's Publisher and she continues in that role with Paintball.Media. Brenda is a published writer in her own field of work, but her greatest contribution to the Paintball.Media team is creativity and "director of brainstorming."

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